



DECISION OF THE INTELLECTUAL PROPERTY OFFICE
(TRANSLATION)

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Technology Center 2600

1. Application No.: 090100516
International Classification: A63F 9/22
2. Title: METHOD, COMPUTER AND RECORDING MEDIUM FOR CONTROLLING MESSAGE DISPLAY QUALITY IN GAME SOFTWARE
3. Applicant: Sony Computer Entertainment Inc.
Address: Japan
4. Attorney: C. V. Chen
Address: 7th Floor, No. 201, Tun Hua North Road, Taipei
5. Filing Date: 10 January 2001
6. Priority Claim: 2000/01/14 Japan 2000-040263
7. Examiner: Ho-Chen Tang
8. Contents of Decision:

SUBJECT: The subject matter shall not be granted a patent.

BASIS: Paragraph 2 of Article 20 of the Patent Law.

REASONS:

- (1) In the present invention, entitled "METHOD, COMPUTER AND RECORDING MEDIUM FOR CONTROLLING MESSAGE DISPLAY QUALITY IN GAME SOFTWARE," a pressure-sensitive device is used to detect the pressure of a controller operated by a user and generate a pressure-sensitive output value in dependence of the operation pressure, and the number of message display frames are determined by the output value for displaying.
- (2) As shown in ROC (Taiwan) Patent Publication No. 288636 (Citation), entitled "PRESSURE-SENSITIVE, RESISTIVE CURSOR CONTROLLING DEVICE" and published on 11 October 1996, the cited

reference is also able to detect the different pressure of a controller operated by a user and to generate a different resistive value (sensing output value), in dependence of said different pressure, for different control and display. The subject invention utilizes the conventional technology and knowledge of the cited reference and merely changes the movement of a control cursor of the cited reference into controlling general software or determining the general message display frame. No matter utilized in a method, a computer or a recording medium, these techniques all can be accomplished by those skilled in the art, and thus the subject invention lacks an inventive step.

In view of the above, the application does not conform to the provision of Paragraph 2 of Article 20 of the Patent Law and patent rights are not granted thereto.

Sealed By

Chen, Ming-Bang
Commissioner

Note: If dissatisfied with the Decision, the Applicant may file a request for re-examination within 30 days following the date of receipt of this Decision.

經濟部智慧財產局專利核駁審定書

受文者：新力電腦娛樂股份有限公司（代理人：
陳長文 先生）

地址：台北市敦化北路二〇一號七樓

發文日期：中華民國九十年六月二十七日

發文字號：（九〇）智專一（四）02048字

第〇九〇八三〇一一三八八號

一、申請案號數：〇九〇一〇〇五一六

分類：A63F 9/22

二、發明名稱：用以控制在遊戲軟體中之訊息顯示品質的方法，電腦和記錄媒體

三、申請人：

名稱：新力電腦娛樂股份有限公司

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四、專利代理人：

姓名：陳長文 先生

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五、申請日期：九十年一月十日

六、優先權項目：

1 2000/01/14 日本2000-040263

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七、審查委員姓名：唐和誠 委員

八、審定內容：

主文：本案應不予專利。

依據：專利法第二十條第二項。

理由：

(一) 本案「用以控制在遊戲軟體中之訊息顯示品質的方法、電腦和記錄媒體」主要為藉由壓敏裝置偵測使用者操作控制器的壓力，產生一視該操作壓力而定的壓敏輸出值，由該輸出值決定訊息顯示圖框數量並予顯示。

(二) 如附件民國八十五年十月十一日公告之第二八八六三六號「壓力感應電阻式遊標控制裝置」所示，該引證案亦可藉由壓力感應電阻（壓敏裝置）偵測使用者操作控制按鍵之不同壓力，並亦產生一視該壓力所表現之不同之電阻值（壓敏輸出值），而作不同之控制與顯示。本案係運用該引證案既有之技術或知識，本案僅將該引證案之控制游標之移動，改為控制一籠統之軟體程式或決定籠統之訊息顯示圖框，在方法、電腦或記錄媒體上皆為熟習該項技術者所能輕易完成，不具進步性。

據上論結，本案不符法定專利要件，爰依專利法第二十條第二項，審定如主文。

局長
陳明邦

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如不服本審定，得於文到之次日起三十日內，備具再審查理由書一式二份及規費新台幣參仟伍百元整，向本局申請再審查。

依照分層負責規定授權單位主管決行